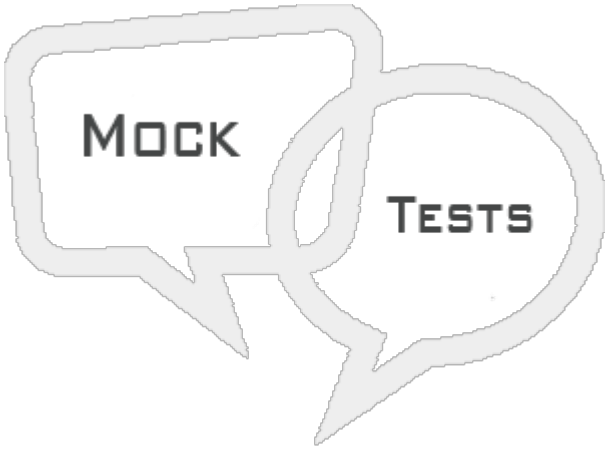
C PROGRAMMING MOCK TEST

This section presents you various set of Mock Tests related to **C Programming Framework**. You can download these sample mock tests at your local machine and solve offline at your convenience. Every mock test is supplied with a mock test key to let you verify the final score and grade yourself.



C PROGRAMMING MOCK TEST III

Q 1 - Choose the correct function which can return a reminder by dividing -10.0/3.0?

A - rem = mod−10.0, 3.0;

B - rem = fmod−10.0, 3.0;

C - rem = modf−10.0, 3.0;

D - Division of floating point values can’t return reminder

Q 2 - How to round-off a value “5.77” to 6.0?

A - ceil5.77

B - round-off5.77

C - round-up5.77

D - floor5.77

Q 3 - The prototype of a function can be used to,

A - Define a function

B - Declare a function

C - Erase a function

D - None of the above

Q 4 - int fun; - The declaration indicates the presence of a function defined inside the current module or in the same file.

A - True

B - False

Q 5 - The types of linkages are,

A - Internal linkage and External linkage

B - Internal linkage, External linkage and None linkage

C - Internal linkage and None linkage

D - External linkage and None linkage

Q 6 - A Variable name in C includes which special symbols?

A - * *asterisk*

B - # *Hash*

C - + *Addition*

D - _ *underscore*

Q 7 - How do you specify double constant 3.14 as a long double?

A - By using LD after 3.14

B - By using L after 3.14

C - By using DL after 3.14

D - By using LF after 3.14

Q 8 - In normalized form, if the binary equivalent of 5.375 is “0100 0000 1010 1100 0000 0000 0000 0000” then what will be the output of the program in Intel core machine?

```c
#include<stdio.h>
#include<math.h>

int main ()
{
   float a = 5.375;
   char *p;
   int i;

   p = (char*)&a;
   for(i=0; i <= 3; i++)
      printf("%02x\n", (unsigned char)p[i]);
   return 0;
}
```

A - 40 AC 00 00

B - 00 00 AC 40

C - 00 00 CA 04

D - None

Q 9 - Which header statement is missing in the given below program to get the desired output?

```
#include<stdio.h>
#include<math.h>

int main ()
{
   double x = 1234321;

   double result = sqrt(x);

   printf("The square root of %.2lf is %.2lf\n", x, result);
   return 0;
}
```

A - #include<defs.h>

B - #include<math.h>

C - #include<stdlib.h>

D - Above program is absolutely correct to give desired result

Q 10 - In the standard library of C programming language, which of the following header file is designed for basic mathematical operations?

A - math.h

B - conio.h

C - dos.h

D - stdio.h

Q 11 - Choose the correct program that round off x value *afloatvalue* to an int value to return the output value 4,

A - float x = 3.6;

int y = *int*x + 0.5;

printf " *Result* = ;

B - float x = 3.6;

int y = int*x* + 0.5;

printf " *Result* = ;

C - float x = 3.6;

int y = *int*x + 0.5

printf " *Result* = ;

D - float x = 3.6;

int y = *int*(*int*x + 0.5)

printf " *Result* = ;

Q 12 - The binary equivalent of 50 is,

A - 110010

B - 1010110

C - 101

D - 101.011.00.00

Q 13 - Where to place “f” with a double constant 3.14 to specify it as a float?

A - *float*3.14*f*

B - *f*3.14

C - 3.14f

D - f3.14

Q 14 - Choose the correct statement that can retrieve the remainder of the division 5.5 by 1.3?

A - rem = modf5.5

B - rem = modf5.5, 1.3

C - rem = fmod5.5, 1.3

D - rem = f5.5, 1.3

Q 15 - In C programming language, a function prototype is a declaration of the function that just specifies the function’s interface *function′sname, argumenttypesandreturntype* and extracts the body of the function. By defining the function, we get to know what action a particular function is going to perform.

A - True

B - False

Q 16 - In C, what are the various types of real data type *floatingpointdatatype*?

A - Float, long double

B - long double, short int

C - float, double, long double

D - short int, double, long int, float

Q 17 - Turbo C in 16 bit DOS OS, the correct range of “long double” is,

A - $3.4E^{-4932}$ to $3.4E^{+4932}$

B - $3.4E^{-4932}$ to $1.1E^{+4932}$

C - $4.1E^{-4932}$ to $5.1E^{+4932}$

D - $0.7E^{-4932}$ to $1.8E^{+4932}$

Q 18 - What is $void * 0$?

A - Symbolize the NULL pointer

B - Symbolize the void pointer

C - Symbolize both, NULL & void pointer

D - Many display error

Q 19 - The C library function rewind reposition the file pointer at the beginning of the file.

A - True

B - False

Q 20 - In Windows & Linux, how many bytes exist for near, far and huge pointers?

A - Near: 1, far: 4, huge: 7

B - near: 4, far: 4, huge: 4

C - near: 0, far: 4, huge: 4

D - near: 4, far: 5, huge: 6

Q 21 - For a structure, if a variable behave as a pointer then from the given below operators which operator can be used to access data of the structure via the variable pointer?

A - .

B - %

C - ->

D - #

Q 22 - The equivalent pointer expression by using the array element a[i][j][k][2],

A - $(((a + m)+n)+o)+p)$

B - $**(*(*(a + i)+j)+k)+2)$

C - $*(((a + m)+n)+o+p)$

D - $*((a + m)+n+o+p)$

Q 23 - What is a pointer?

A - A keyword used to create variables

B - A variable used to store address of an instruction

C - A variable used to store address of other variable

D - A variable used to store address of a structure

Q 24 - Which of the following operator can be used to access value at address stored in a pointer variable?

A - *

B - #

C - &&

D - @

Q 25 - Which header file supports the functions - malloc and calloc?

A - stdlib.h

B - memory.h

C - math.h

D - stdio.h

Q 26 - What function can be used to free the memory allocated by calloc?

A - dealloc;

B - strcat;

C - free;

D - memcpy;

Q 27 - The given below program allocates the memory, what function will you use to free the allocated memory?

```
#include<stdio.h>
#include<stdlib.h>

#define MAXROW 4
# define MAXCOL 5

int main ()
{
   int **p, i, j

   p = (int **) malloc(MAXROW * sizeof(int*));
   return 0;
}
```

A - memfree*intp*;

B - free*p*;

C - dealloc*p*;

D - Both, free*p*; & dealloc*p*;

Q 28 - A bitwise operator “&” can turn-off a particular bit into a number.

A - Yes

B - &&

C - *

D - ||

Q 29 - Which header file can be used to define input/output function prototypes and macros?

A - math.h

B - memory.h

C - stdio.h

D - dos.h

Q 30 - Which library functions help users to dynamically allocate memory?

A - memallocand alloc

B - malloc and memalloc

C - malloc and calloc

D - memalloc and calloc

Q 31 - Which standard library function can return a pointer to the last occurrence of a character in a string?

A - stchar

B - strrchr

C - strchar & stchar

D - strrchar

Q 32 - In the given below code, if a short int value is 5 byte long, then how many times the while loop will get executed?

```
#include<stdio.h>

int main ()
{
   int j = 1;
   while(j <= 300)
   {
      printf("%c %d\n", j, j);
      j++;
   }
   return 0;
}
```

A - Unlimited times

B - 0 times

C - 300 times

D - 5 times

Q 33 - Similarity between a structure, union and enumeration,

A - All are helpful in defining new variables

B - All are helpful in defining new data types

C - All are helpful in defining new pointers

D - All are helpful in defining new structures

Q 34 - In Decimal system you can convert the binary number 1011011111000101 very easily.

A - Yes

B - Hexadecimal system

C - Octal system

D - Both, Octal & Decimal

Q 35 - Which of the following is a logical operator?

A - !

B - &&

C - ||

D - All of the above

Q 36 - Which of the following is a logical OR operator?

A - &

B - &&

C - ||

D - None of the above

Q 37 - The correct order of mathematical operators in mathematics and computer programming,

A - Addition, Subtraction, Multiplication, Division

B - Division, Multiplication, Addition, Subtraction

C - Multiplication, Addition, Division, Subtraction

D - Mathematical operators can be done in any order

Q 38 - “Stderr” is a standard error.

A - Yes

B - Standard error streams

C - Standard error types

D - Standard error function

Q 39 - Which of the following is a logical NOT operator?

A - !

B - &&

C - &

D - All of the above

Q 40 - Which library function can convert an integer/long to a string?

A - ltoa

B - ultoa

C - sprintf

D - None of the above

Q 41 - Which of the following statement can be used to free the allocated memory?

A - remove*var − name*;

B - free*var − name*;

C - vanish*var − name*;

D - erase*var − name*;

Q 42 - Which of the following is a logical AND operator?

A - !

B - &&

C - ||

D - &

Q 43 - Which library function can convert an unsigned long to a string?

A - ltoa

B - ultoa

C - system

D - unsigned long can’t be converted to a string

Q 44 - Why to use fflush library function?

A - To flush all streams and specified streams

B - To flush only specified stream

C - To flush input/output buffer

D - Invalid library function

Q 45 - In DOS, What is the purpose of the function randomize in Turbo C?

A - Displays a random number generator with a random value based on time

B - Displays a random number

C - Displays a random number generator in the specified range.

D - Invalid function

Q 46 - How many times the given below program will print "India"?

```
#include<stdio.h>

int main ()
{
   int x;

   for(x=-1; x<=20; x++)int i;
   {
   if(x < 10)
      continue;
   else
      break;
   printf("India");
}
```

A - Unlimited times

B - 21 times

C - 0 times

D - 20 times

Q 47 - Which of the following variable cannot be used by switch-case statement?

A - char

B - int

C - float

D - Double

Q 48 - The return keyword used to transfer control from a function back to the calling

function.

A - Yes

B - Switch

C - go back

D - goto

Q 49 - How many times the given below program will print "IndiaPIN"?

```
#include<stdio.h>

int main ()
{
   printf("IndiaPIN");
   main();
   return 0;

}
```

A - Unlimited times

B - 0 times

C - 100 times

D - Till stack run over

Q 50 - What do you mean by “int $*ptr$[10]”

A - ptr is an array of pointers to 10 integers

B - ptr is a pointer to an array of 10 integers

C - ptr is an array of 10 integers

D - Invalid statement

ANSWER SHEET

Question Number	Answer Key
1	B
2	A
3	B
4	A
5	B
6	D
7	B
8	B
9	B

10	A
11	A
12	A
13	C
14	C
15	A
16	C
17	B
18	A
19	A
20	B
21	C
22	B
23	C
24	A
25	A
26	C
27	B
28	A
29	C
30	C
31	B
32	C
33	B
34	B
35	D
36	C
37	B
38	B
39	A
40	A
41	B
42	B
43	B
44	A

45	A
46	C
47	C
48	A
49	D
50	B